CORELLIAN SPIKE SABACC

Black Spire Outpost Rules

Planet Batuu

Travelers at the Black Spire Outpost are in for a rich game of Sabacc with plenty of ranked hands and opportunities for winning, making this one of the most robust versions in the galaxy.

◈ THE DECK

- **30 green cards with positive values 1 through 10,** three each
- **30 red cards with negative values -1 through -10**, three each
- **2 zero-value cards known as sylops** (Old Corellian for "idiots")
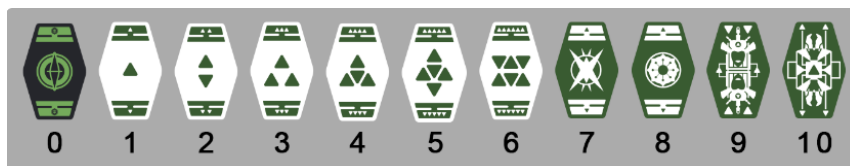
The three suits, known as "staves", are shown by the shape of the pips on the cards: triangles, squares, and circles. These do not have any bearing on gameplay.

◈ SETUP

Choose a dealer for the first game. Hand the deck and dice to the dealer. Each subsequent game, the person to the left of the dealer will be the new dealer.

Ante

Players must pay in to play the round, ◯**1 credit into the Game Pot and** ◯◯ **2 into the Sabacc Pot.** If a player cannot afford to pay in, that player is out of the game.

Dealer

1. **Shuffle the deck, then deal two cards face down to each player.** *Players can look at their cards, but must not show other players.*
2. **Place the remaining deck face down in the center of play.** *This is the draw pile.*
3. **Place the top card of the draw pile face-up on the table.** *This is the discard pile.*

◆ GAMEPLAY

Each game is played in **three rounds**. Each round consists of **a turn phase, a betting phase, and a spike dice phase**. The goal of the game is to have the best hand with a total value of zero, which is called Sabacc, or if no player gets Sabacc, then the hand with the closest total value to zero wins, which is called Nulrhek. There is also a hierarchy of special named Sabacc hands that can be obtained. **When scoring, a positive value beats an equal negative value.**

1. Turn Phase

Play starts with the player to the dealer's left and continues going left around the table.

On your turn, you can stand, gain, or swap. You may only choose one.
   a. **Stand** - Retain your current hand for this round and end your turn.
   b. **Gain** - **To gain a card from the DRAW pile, pay ◯ 1 credit into the Game Pot.**
      Then **choose one** of the following options:
        i. Take the top card from the draw pile. You may keep it or discard it. **-OR-**
        ii. Discard a card from your hand, then take the top card from the draw pile, which you must keep (though it can be discarded on a later turn).
   c. **Swap** - **To swap a card from the DISCARD pile, pay ◯◯ 2 credits into the Game Pot.**
      Take the top card from the discard pile and add it to your hand, then discard a different card from your hand.

➤ **After you stand, gain, or swap your turn is over. Once all players have had a turn, betting begins.**

2. Betting Phase

Players calculate their current hand value and place their bets, beginning with the player to the dealer's left. Players can **check, bet, call, raise,** or **junk**. The cycle continues until all bets are equal.
   1. **Check**: The player stays in the game, but wagers no credits. This can only be done if no bet has been made yet. If any player places a bet, all players must call or raise in order to stay in.
   2. **Bet**: The player makes a wager and adds it to the game pot. All other players must pay the same amount into the game pot (call) to stay in the round. Otherwise, they can raise the bet or junk.
   3. **Call:** The player matches the highest bet placed so far by paying that amount into the game pot. When verbally declared it is often said as "I'll see your bet."
   4. **Raise:** The player raises the highest bet so far by betting a higher amount and paying that amount into the game pot. All players must now pay this amount to stay in the round, and those who bet prior to the raise must pay the difference between their current bet and the current highest raise when the betting cycle comes back to them in order to stay in. Betting goes in cycle until all players bet the same amount. A player can raise the bet only if he was not the last one to raise in this betting phase and can't raise if he started the betting and no one else raised.

5. **Junk:** The player shuffles his hand (to randomize card order) and puts it on the discard pile. This player forfeits all winnings for the round and cannot play until the next round.

Optional: Players can set a predetermined limit on how many raises can occur in one betting phase. This is generally limited to three raises per betting phase, but may be unlimited if only two players remain in the game.

Going All-in: If a player does not have enough credits to call the highest bet, the player can go "all-in" and stay in the round by putting all his or her remaining credits in. Any bet made by other players (including any raise after this) exceeding the bet of the person who is all-in is put into a side pot that cannot be won by a player who is all-in. If only one player remains who is not all-in, the betting is capped at the amount of the latest all-in player's bet. If a player who is not all-in wins the round, he wins the game pot and side pot(s). If an all-in player wins the round, he only wins the game pot. The side pot goes to the player who has the best hand among all players who are not all-in.

➢ **Once all players have equaled the highest bet or junked (or all players checked), move on to the spike dice phase.**

3. Spike dice

The dealer rolls both dice. **If the symbols are different, the round ends.**
If the symbols match, everyone must note the number of cards in his or her hand, reveal them, then place all cards onto the discard pile. The dealer then deals each player the same number of cards he or she discarded. The player to the left of the dealer is always first to receive new cards. Deal each player all the needed cards before dealing to the next player. **Then place the rest of the deck face down on the table to form a new draw pile and flip over the top card onto the discard pile to start it with a new random value.** If at any point the draw pile is depleted, shuffle the discard pile to create a new one, then turn over the top card to start a new discard pile as usual.

Repeat phases 1-3 for two more rounds to complete a game.

◆ Showdown

At the end of the third round, players reveal their cards in order of play starting at the dealer's left. Hands are compared with respect to the scoring hierarchy and a winner is determined.
- **The winning player collects the game pot.**
- **If a player wins with Sabacc (any hand totaling zero) that player also collects the Sabacc pot.** Otherwise the credits in the Sabacc pot remain in the pot for the next game.

➢ **To begin a new game, the player to the left of the dealer collects the deck and dice, shuffles the cards, and is the new game's dealer. Players pay the ante for the new game and the game begins.**

◆ <u>Scoring Hierarchy</u> - Black Spire Outpost Rules

1. Pure Sabacc
Both sylops and no other cards, totaling zero

2. Full Sabacc
A sylop and four tens (two positive, two negative) totaling zero

3. Fleet
A sylop and four of a kind that aren't tens (two positive, two negative) totaling zero

4. Prime Sabacc
A sylop and a pair of tens (one positive, one negative) totaling zero

5. Yee-haa
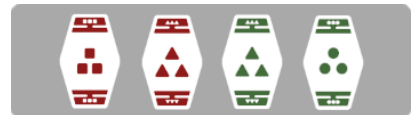A sylop and a pair that aren't tens (one positive, one negative) totaling zero

6. Rhylet
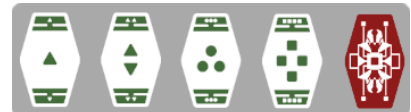Positive three of a kind and a negative pair (or vice versa) totaling zero

7. Squadron
Four of a kind (two positive, two negative) totaling zero

8. Gee Whiz!
1, 2, 3, 4 and -10 or -1, -2, -3, -4, and 10 totaling zero

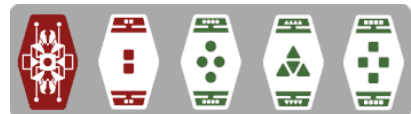**9. Straight Khyron (Straight Staves)**
A sequential run of four cards, totaling zero.

10. Banthas Wild
Three of a kind (plus one or two other cards) totaling zero

11. Rule of Two
Two pairs with a total hand value of zero (may or may not contain a fifth card)

12. Sabacc - any other hand with a total value of zero

Ranking if tied:

      a.   most cards

      b.   highest total value of all positive cards

      c.   highest single positive card value

14. Nulrhek - hand closest to zero

Ranking if tied:

      a.   positive score

      b.   positive score with most cards

      d.   positive score with highest total value of all positive cards

      c.   positive score with highest single positive card value

Single Blind Draw - In the event of a complete tie, deal a card to each tied player, starting at the dealer's left. The card closest to zero wins. A positive card beats an equal value negative card. If still tied, repeat until the tie is broken.

Rule sources and logic for Black Spire Outpost Rules

These rules were obtained from the card game "Sabacc" sold by the Toydarian Toymaker in Black Spire Outpost at Star Wars: Galaxy's Edge, and were analyzed and cross-referenced with other canon Sabacc materials to include protocol for betting and clarify some ambiguities and discrepancies in the rule book.

- ***Tie-Breakers** - In the original printed rules, all named Sabacc hands (i.e. Fleet, Rhylet, etc.) win in a tie against the same named hand when they contain the card with the "lowest integer" (lowest absolute value), rather than the highest. If this still ties, follow the usual scoring hierarchy. This rule is omitted in this guide because it is inconsistent with the rest of the scoring hierarchy and is not included in any other officially published scoring hierarchies for Corellian Spike (such as those shown in Solo: A Star Wars Story bonus feature "Sabacc Rules"). It notably devalues the face cards in hands like Straight Khyron (Straight Staves), in which the face cards are canonically suggested to build the best version of this hand, and thus may have been an error or oversight in the rulebook (which has several noticeable typos and an error in one scoring diagram). The scoring rule suggested in the Galaxy's Edge deck also produces inconsistencies in strategy, making high value cards win some tie-break scenarios and low value cards win others. This also conflicts with the rest of the scoring hierarchy which awards keeping higher value cards over lower ones, since holding them involves a bigger risk to the player, making your hand further from zero if you do not balance them out properly. Thus, it is recommended to forego this rule, but it is described here so you can decide for yourself whether or not to use it.*

- ***Ante amounts, gain/swap payments, and betting protocol** - These are not mentioned in the original rules. The betting options described are borrowed from the officially published Yarith Bespin Casino rules, except for "check", "all-in", and the option of raise limits, which are not mentioned there, but are standard protocol in poker-style card games. The payment amounts to gain/swap have been adjusted slightly to make taking a faceup card have a higher cost than a face down card. The ante amount is the suggested amount from the Sabacc tutorial on "The Star Wars Show" taught by the Supervising Stand-by Propman of Solo: A Star Wars Story, who is a member of the staff instrumental in designing and teaching the game.*

- ***Prime Sabacc** - This hand is not explicitly named in the original scoring hierarchy of this rule book, but is named in the official Yarith Bespin Casino rules where it ranks just above a "Yee-haa", which is logical, since it is otherwise the highest ranked version of a Yee-haa and would therefore already assume this position in the hierarchy.*

Yarith Bespin Casino Rules

Cloud City, planet Bespin

The Yarith Bespin Casino uses a more compact version of Corellian Spike in which the players **always have exactly 3 cards**, **including a spike card, which is always faceup on the table, visible to other players.** The spike card is not affected by most spike dice rolls, so you can use this space to preserve a valuable card.

The rules for gameplay are the same as Black Spire Outpost rules, but with the following deviations:

◆ SETUP

Ante
Pay ◯◯ **2 credits into the Game Pot** and ◯ **1 into the Sabacc Pot**, to participate in a game.

Dealer
Deal 2 cards to each player, then, after the first betting phase, deal a third card to each player, faceup. This is called the spike card and must always remain faceup on the table. It is part of the player's hand. **Do not turn over a card from the deck to create a discard pile.** This will be created the first time a player discards a card, as the discarded cards are not available for play in this version of the game.

◆ GAMEPLAY

Betting Phase
One additional betting phase takes place at the start of each game, after the first two cards are dealt but before players receive the spike card. Then, the usual phase order follows: **turn, betting, spike dice.**

Turn Phase

You have the option to **gain or stand** on your turn, but **there is no option to swap with the discard pile**. **The price to gain a card is ◯◯ 2 credits to the game pot.** If you cannot pay the cost, you must stand. **When you gain a card, draw the top card of the draw pile and choose one of the following actions:**

      a. Discard it
      b. Swap it with your spike card and discard it
      c. Swap it with a card from your hand and discard it

Note: You must discard a card on every turn so that your hand always maintains three cards.

Spike Dice Phase

If the symbols don't match, the round ends as usual.

If the symbols match, but are not spikes:
> All players' hands are revealed and discarded, but **the spike cards remain on the table. Each player is dealt two new cards, face down.**

If the symbols rolled are both spikes:
> All players' hands and spike cards are revealed and discarded, then **each player is dealt two new cards face down and one new card faceup** as the new spike card**.**

Spike dice designs may have a slight visual variation. The spikes on two styles are shown here.

When using Yarith Bespin Casino rules, always deal cards sequentially around the table, since players will always receive the same number of cards.

◆ <u>Scoring Hierarchy</u> - Yarith Bespin Casino Rules

1. Idiot's Array
A sylop, 2 and 3 (no negatives allowed). This auspicious winning hand borrowed from classic Sabacc is the highest scoring hand at the Yarith Bespin Casino and counts as a total value of zero.

2. Prime Sabacc
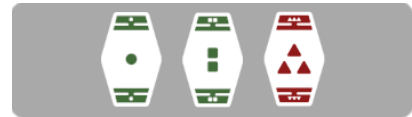A sylop and a pair of tens (one positive, one negative) totaling zero

3. Yee-haa
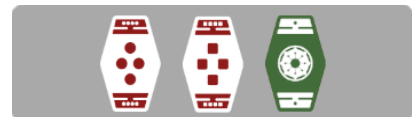A sylop and a pair that aren't tens (one positive, one negative) totaling zero

3. Microjump ◆
A run of 1, 2, -3, or -1, -2, 3, totaling zero

4. Twi'lek ◆
A pair and another card that isn't a sylop, totaling zero

5. Sabacc - any other hand with a total of zero
Ranking if tied:
> a.   most cards
> b.   highest total value of all positive cards
> c.   highest single positive card value

6. Nulrhek - hand closest to zero
Ranking if tied:
> a.   positive score
> b.   positive score with most cards
> e.   positive score with highest total value of all positive cards
> c.   positive score with highest single positive card value

Single Blind Draw - In the event of a complete tie, deal a card to each tied player, starting at the dealer's left. The card closest to zero wins. A positive card beats an equal value negative card. If still tied, repeat until the tie is broken.

Rule sources and logic for Yarith Bespin Casino Rules

The Yarith Bespin Casino rules are obtained from the book Solo: A Star Wars Story - Tales from Vandor.

- ***Winning Hands -*** *The original rules allude to a range of additional winning hands between Yee-Haa and Nulrhek so two additional hands have been created and suggested here. These can be considered as optional house rules and are marked with a ◆ symbol. For those who only want to use the hands confirmed in the canon material, don't include the hands marked with this symbol.*

Optional House Rules

Try any combination of these with any version of the rules to customize the experience

◆ Setup Variations

- **Spike Card** - Deal a third card to each player faceup on the table as the player's spike card. Follow the rules outlined in the Yarith Bespin Casino rules for how to incorporate spike cards into play, including what options you can do with them when you gain a new card, and how they are affected by spike dice rolls. When using a spike card with variations that normally allow for up to five cards in hand (such as Black Spire Outpost rules), a player cannot end a turn with more than five cards in hand, but may draw a sixth card during his or her turn so long as a card is discarded by any legal method before the end of that turn.

◆ Payment Variations

- **Beggar's Hand** - There is no fee paid to the pot when gaining or swapping cards.
- **Nothing's Free** - Set predetermined costs paid to the game pot for gaining a new card from the draw pile and for swapping a card with the top card of the discard pile. For example, you might choose to make gaining a card from the draw pile cost 1 credit, while swapping with the top card of the discard pile costs 5 credits.

◆ Turn Phase Variations

- **Gambler's Draw** - If you wish to discard a card from your hand, you may only do so *before* you gain a card from the draw pile.
- **Scout's Draw** - If you wish to discard a card from your hand, you may only do so *after* gaining a new card from the draw pile, meaning you can either keep the new card, discard it, or keep it and discard a different card from your hand.
- **Filthy Junk Traders** - On your turn, in addition to the options to gain from the draw pile or stand, you may instead swap a card from your hand with the top card of the discard pile (2 credits paid to the pot are required for this action).
- **Trash Compactor** - Players can only gain cards from the draw pile. There is no option to swap cards with the discard pile.

◆ Scoring Variations

- **Fort Ypso Lodge Rules -** In The Lodge at Fort Ypso, the top three winning hands are Full Sabacc, Straight Staves, and Gee Whiz!, in that order. To recreate a match with the house rules played there by the notorious gamblers Lando Calrissian and Han Solo, use the rules for Black Spire

Outpost but with these three named hands at the top of the scoring hierarchy. In addition, use the "absolute value" scoring variation described below.

- **Absolute value** - In Sabacc and Nulrhek tiebreakers, the winning hand is the one with the single highest absolute value card, not single highest positive value card. (i.e. a hand with -10 beats a hand with +9).

◆ Spike Dice Variations

- **Binary Sunset** - When twin suns come up on the dice, this roll is called Binary Sunset, and instead of causing a new hand to be dealt, **all players immediately gain an additional card from the draw pile, no fee paid to the pot, in the usual order of play**. You may look at the card first, then either keep the card, discard it, or keep it and discard a different card from your hand**. If a player already has 5 cards in hand before taking the free draw (3 if using Yarith Bespin Casino Rules), the player may not keep the free draw card without discarding another card, in order to maintain a legal hand.**

- **Recruitment** - You can use one of the die to decide the first dealer. For up to six players, simply assign one symbol to each player and roll until you get one of the assigned symbols. That player is the dealer first. Or, for just two players, use the spike die like a coin toss by assigning the hollow symbols to one player and the divided symbols to another, then roll to see which symbol comes up.
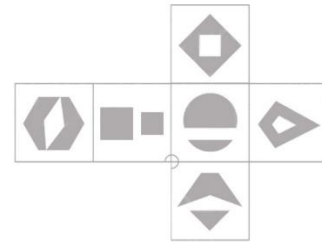
The hollow symbols are at north, far west, and east in this diagram. The others are the divided symbols.